

FIG. 1

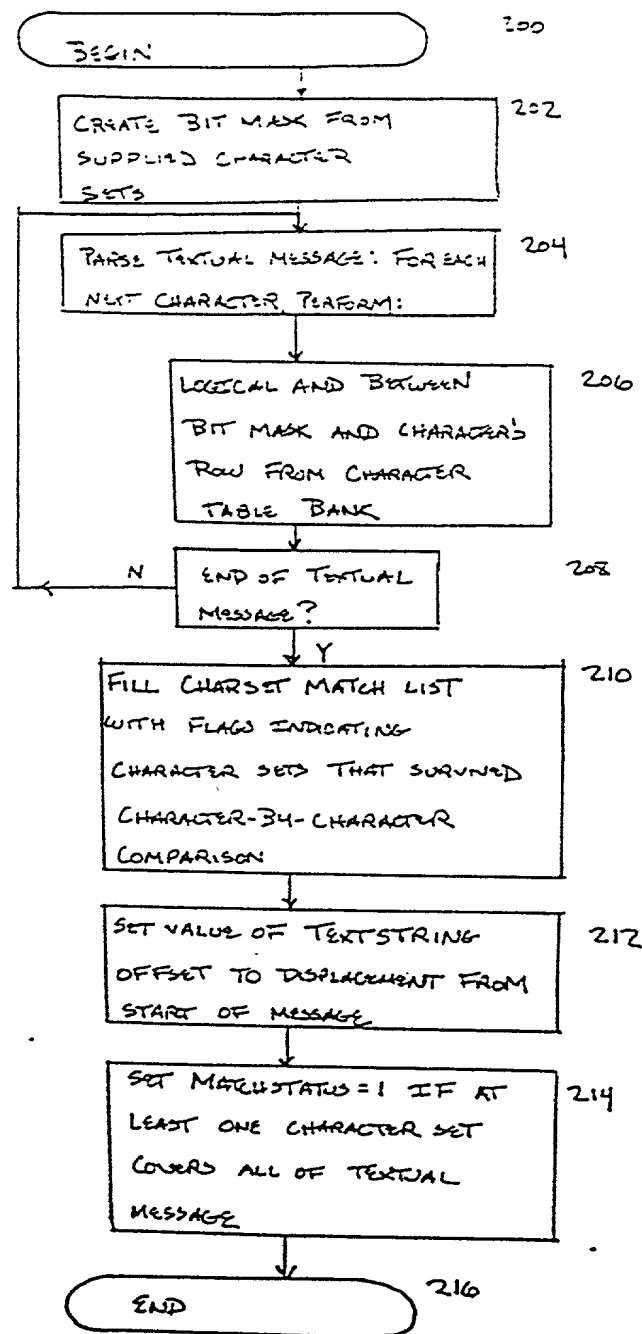


FIG. 2

M3 WINDOWS CP 1254  
 M3 WINDOWS CP 1252  
 M3 WINDOWS CP 1250  
 M3 WINDOWS CP 1258  
 120 8859 9  
 120 8859 4  
 120 8859 3  
 120 8859 2  
 120 8859 1

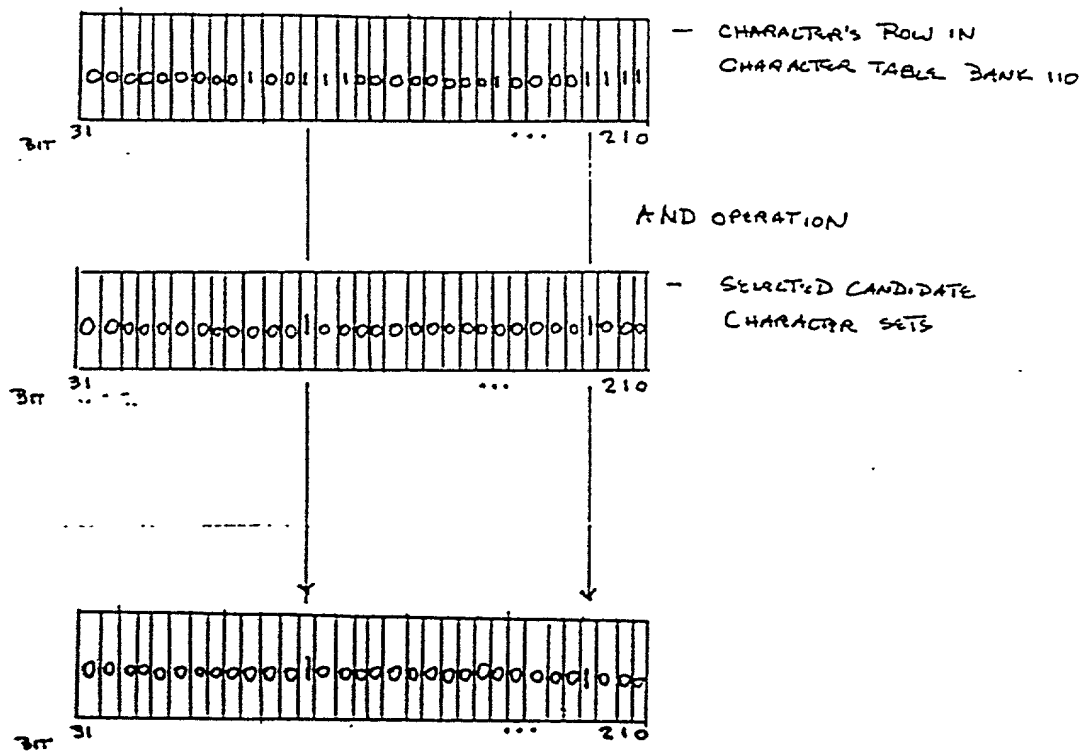
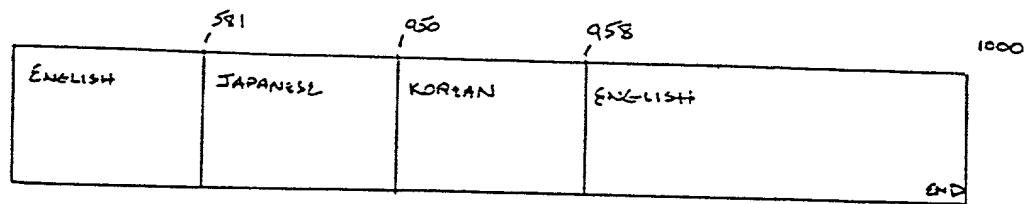


FIG. 3



1<sup>st</sup> CALL: STOP AT 950

RET SET = JAPANESE

(CHARSETMATCHLIST)

MATCH STATUS = FAILED

2<sup>ND</sup> CALL: STOP AT 1000

RET SET = KOREAN

(CHARSETMATCHLIST)

MATCH STATUS = SUCCESS

FIG. 4

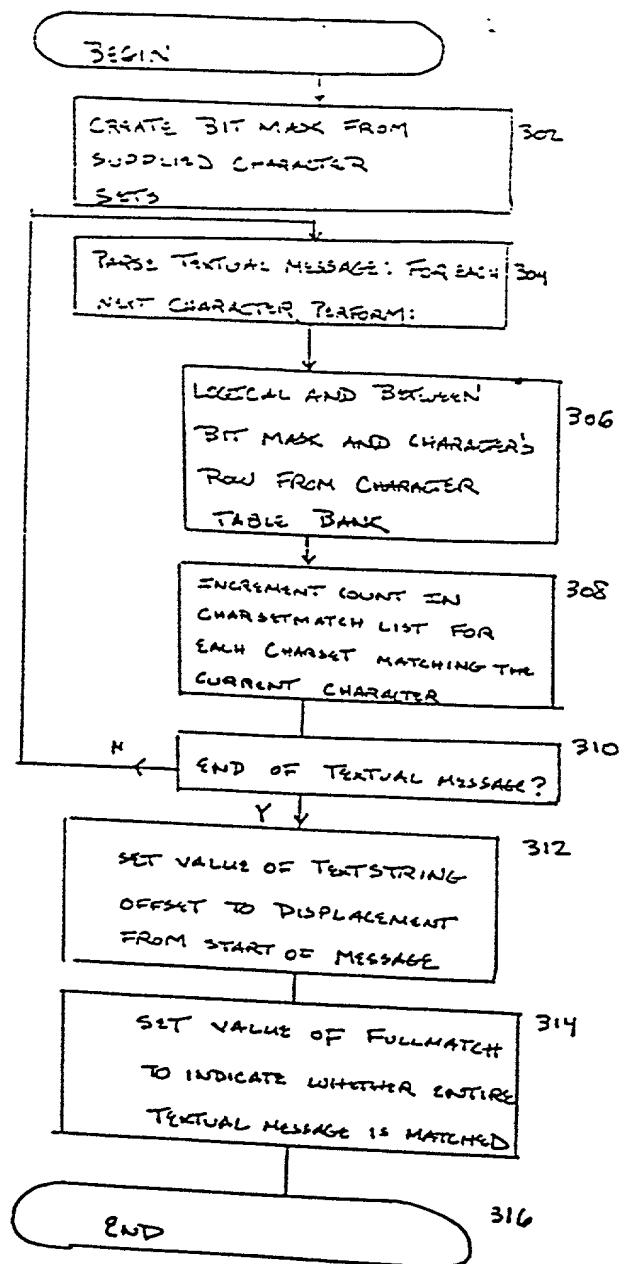


FIG. 5

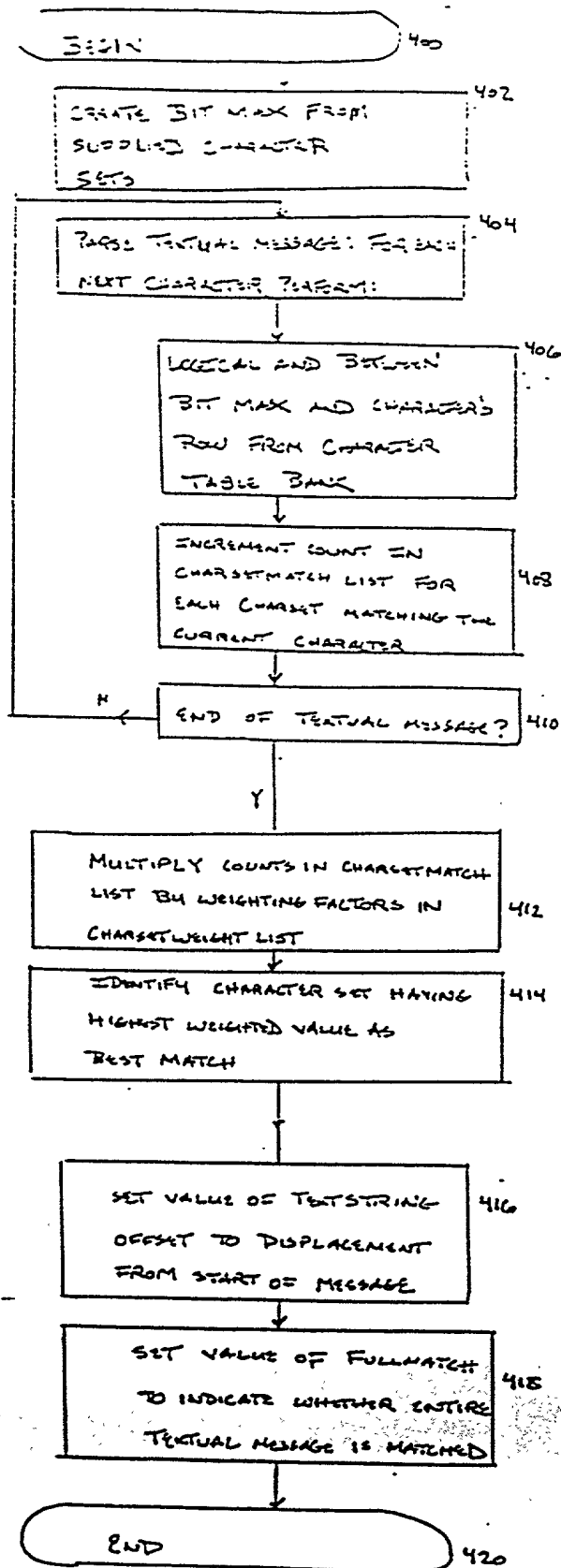
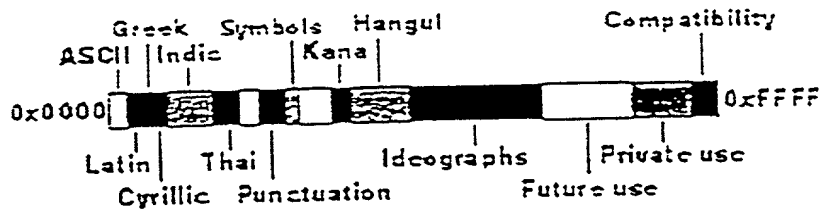
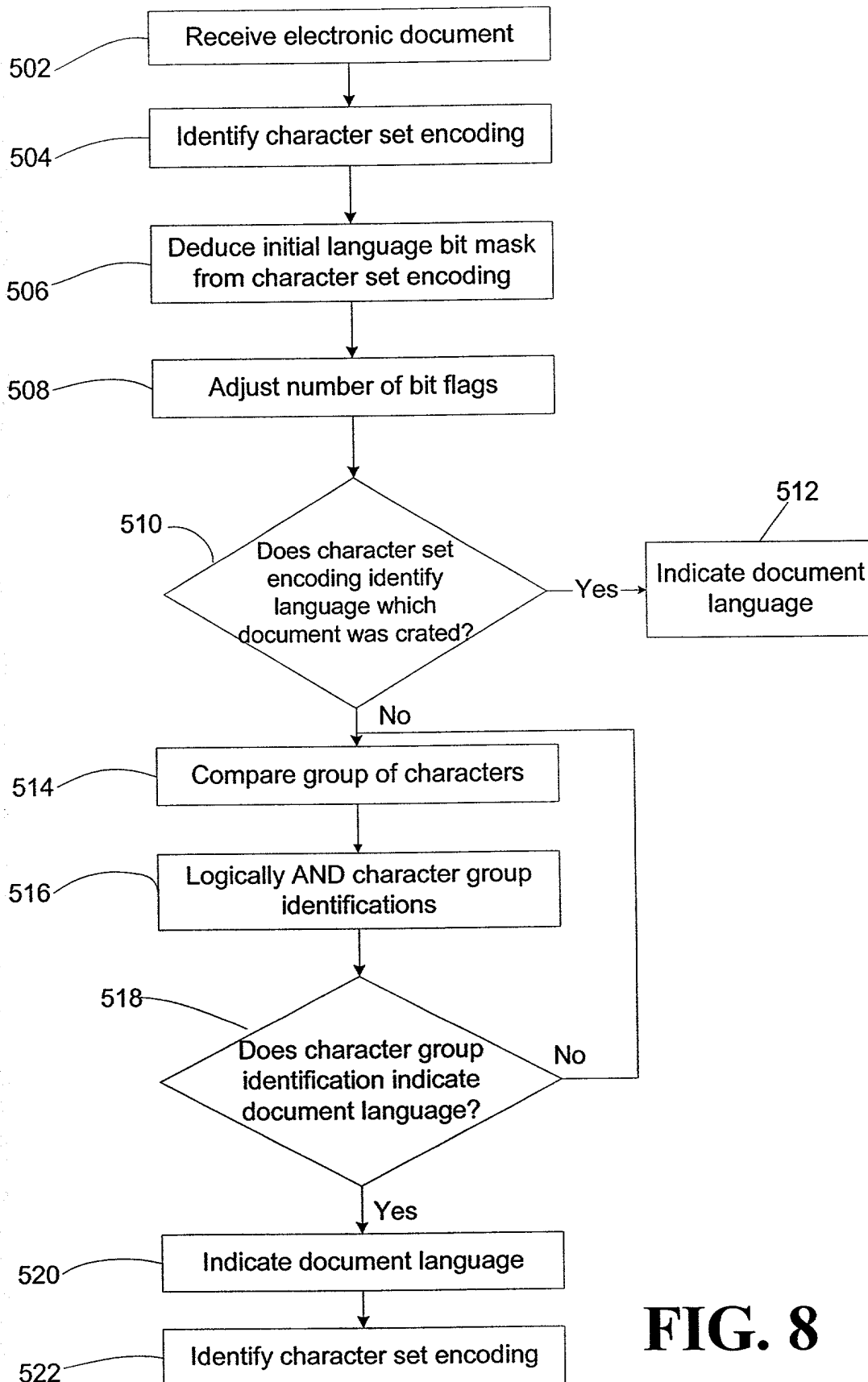


FIG. 6



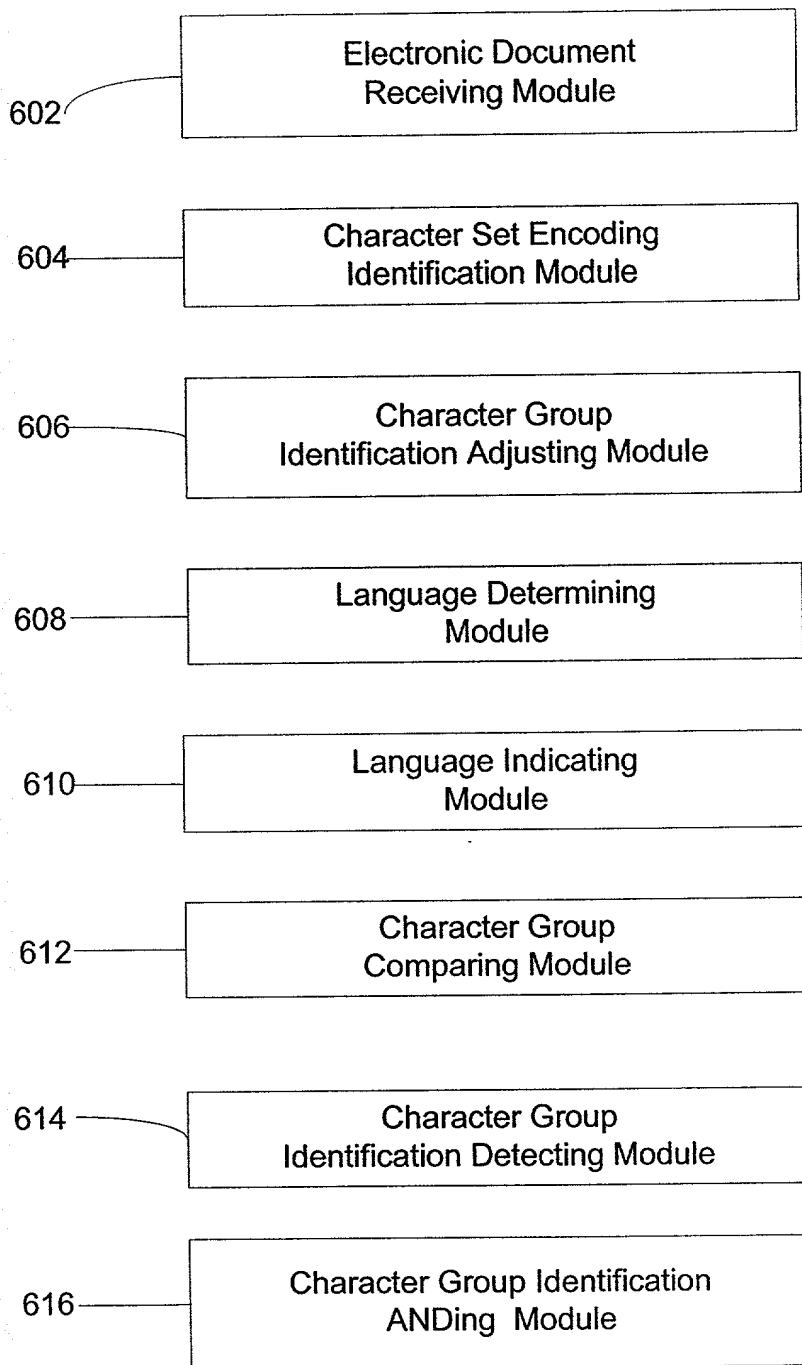
Unicode's encoding layout

Fig. 7



**FIG. 8**





**FIG. 9**